CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Fighter

Eldritch Knight

MARTIAL ARCHETYPE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

STRENGTH
- ___ SAVING THROWS
- ___ ATHLETICS

DEXTERITY
- ___ SAVING THROWS
- ___ ACROBATICS
- ___ SLEIGHT OF HAND
- ___ STEALTH

CONSTITUTION
- ___ SAVING THROWS

INTELLIGENCE
- ___ SAVING THROWS
- ___ ARCANA
- ___ HISTORY
- ___ INVESTIGATION
- ___ NATURE
- ___ RELIGION

WISDOM
- ___ SAVING THROWS
- ___ ANIMAL HANDLING
- ___ INSIGHT
- ___ MEDICINE
- ___ PERCEPTION
- ___ SURVIVAL

CHARISMA
- ___ SAVING THROWS
- ___ DECEPTION
- ___ INTIMIDATION
- ___ PERFORMANCE
- ___ PERSUASION

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR ○ | SIMPLE WEAPONS ○

MEDIUM ARMOUR ○ | MARTIAL WEAPONS ○

HEAVY ARMOUR ○ | SHIELDS ○

LANGUAGES

TOOLS & OTHER PROFICIENCIES

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used / Total

d10

DEATH SAVES

SUCCESSES ○○○

FAILURES ○○○

NAME	ATK BONUS	DAMAGE/TYPE

ACTION SURGE

EXTRA ATTACK

INDOMITABLE

SPELL ATTACK BONUS

SPELL SAVE DC

SPELL SLOTS

1st	2nd	3rd	4th
○	○	○	○
○	○	○	
○	○	○	
○			

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C ○	
		C ○	
		C ○	

CANTRIPS & SPELLS KNOWN

Level	P			P	
	○			○	
	○			○	
	○			○	
	○			○	
	○			○	
	○			○	
	○			○	
	○			○	
	○			○	

FIGHTING STYLE — LEVEL 1

SECOND WIND — LEVEL 1

On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

ACTION SURGE — LEVEL 2

On your turn, you can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

At 17th level, you can use it twice before a rest, but only once on the same turn.

ELDRITCH KNIGHT FEATURE — LEVEL 3

EXTRA ATTACK — LEVEL 5

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level.

ELDRITCH KNIGHT FEATURE — LEVEL 7

INDOMITABLE — LEVEL 9

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

ELDRITCH KNIGHT FEATURE — LEVEL 10

ELDRITCH KNIGHT FEATURE — LEVEL 15

ELDRITCH KNIGHT FEATURE — LEVEL 18